

# RED SAND BLUE SKY

CHAPTER 1: HEROES OF GREAT VICTORY

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-Il giardino delle delizie

THE GREATEST CITY OF all, Ebét, far away across the Seas of Moonbeams and Fog and Poison, beyond the farthest reaches of the limber golems and the swooning maidens of the liberties, has fallen. The mystical rationalist army of Iks has brought down the corpse-fat empire of Ebét and now the timeless sands of its necropolis are ripe for plunder. The offerings and sacrifices and jewels of millennia await.

THIS IS CHAPTER 1 of *Red Sands Blue Sky* for the patrons of WizardThiefFighter. If you are not yet a supporter, join at <https://www.patreon.com/wizardthieffighter>.

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# WARNING

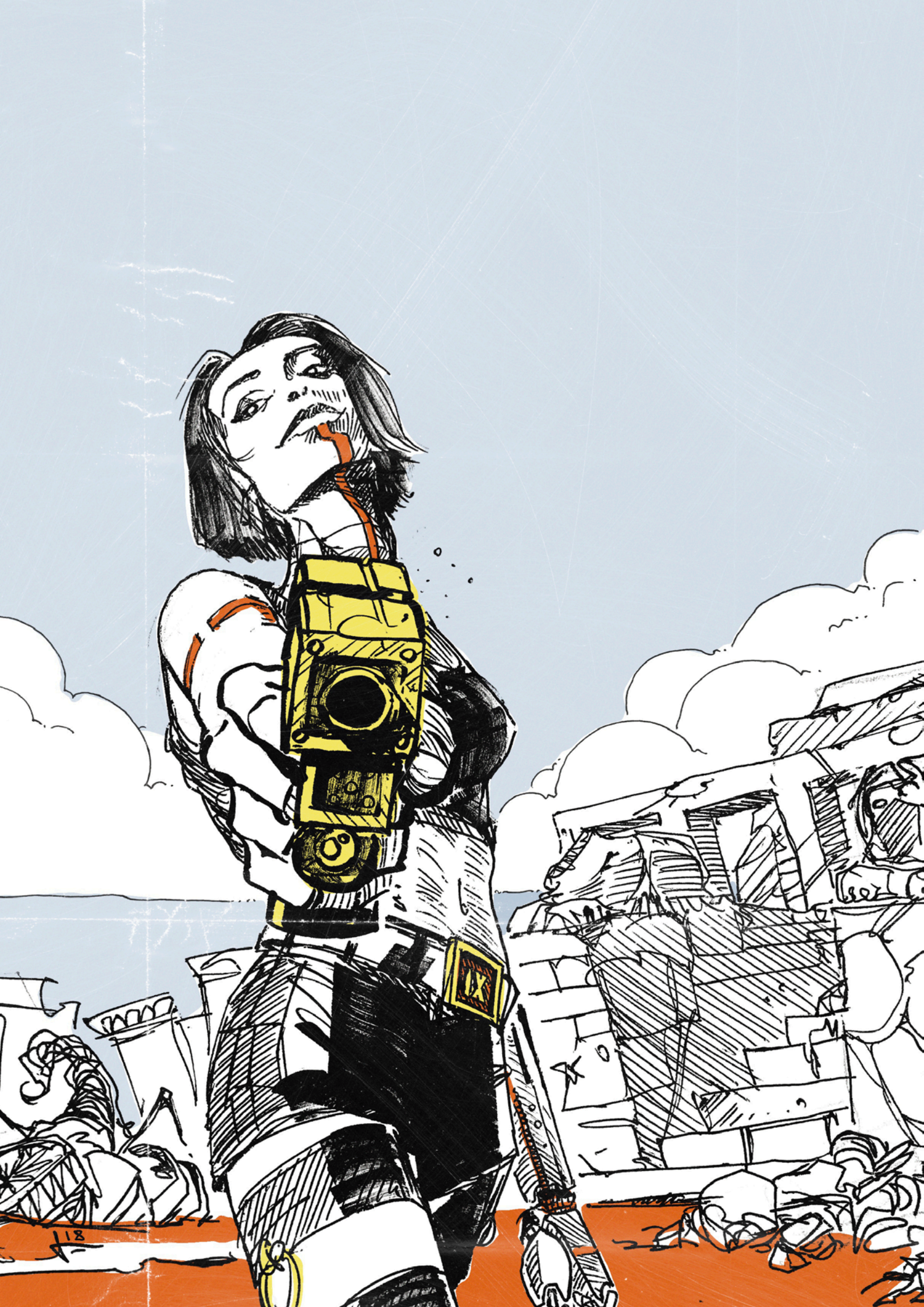
I RAN THE IDEAS of *Red Sand Blue Sky* past Hydra and they suggested a warning.

*RED SAND BLUE SKY* examines some dark themes. It takes a look at the brutality of racism, bigotry, colonialist expansion, ethnic cleansing, and cultural genocide. Colonial repression and ethnic cleansing are countered by terror attacks. There are no “good factions” and “bad factions”—each group operating in the sandbox has bloody hands and does awful things. If you plan to use this game setting out-of-the-box, check in with your players to see what their comfort levels are with such material.

As a further note, the descriptive voice is written from the perspective of the colonialist Empire of Iks, who have recently conquered the capital of their rival, Ebét. As such, the people of Ebét are consistently described in disparaging terms throughout the text. This is done not to suggest an objective reality of the text, but rather to emphasize how the (presumed) background culture of the player characters thinks of the Ebeteen and frames the cultural narrative accordingly. This bigotry is pervasive in the Iksan empire.

Talk with your players, and make sure that they (and you) are OK with these dark themes. If they're not, tone down the darkness and adjust as necessary.

Enjoy the satire.



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# GAME CONCEPTS

THROUGHOUT THIS BOOK I use rpg game concepts and rules and realities to build the world of the Necropolis. This section is dry and you do not have to read it to enjoy the Necropolis, but if you want to know how I assume this sandbox will be used in a game, this is the place for you.

## THE ASSUMED GAME SYSTEM

I STARTED OUT RUNNING role playing games back in 1995. Over the decades the various rules have blurred into a house-ruled muddle, which happens to most referees. The biggest rules influences on me were 2E through 5E. Throughout the book I make several assumptions:

1. There are players running characters and a referee running the world and non-player characters. The players cooperate and their heroes form a party. I often call player characters heroes. It's a nod to ancient Greek heroes or Conan the Barbarian, where the hero is grandiose, larger than life, excessive ... but not necessarily a good person.
2. Advantage and disadvantage is a great mechanic. Having advantage on a roll means that you roll two dice and take the better result; disadvantage means rolling two dice and taking the worse result. Advantage and disadvantage cancel each other out on a one-to-one basis. I use it for all kinds of dice rolls, from attack rolls to damage rolls.
3. All characters have six ability scores ('stats') called Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis) and Charisma (Cha) ranging from 3 to 18, with associated bonuses reaching +4 at 18.
4. Charisma represents divine fortune and favor. The gods and reason hate the uncharismatic, so I use Charisma whenever a luck roll is needed. For example, if a player asks if their hero can find a war pig, greased lightning mobile, rod of doom, or simply the latest edition of Burly Barbarians at the town market, I call for a Charisma check. Further, nine times out of ten, a random effect, an area trap or a mindless creature attacking a party will target the least charismatic hero first. I explain this rule to players before they generate characters.
5. The basic mechanic of the 'check' involves rolling a 20-sided die (a d20) and adding modifiers to beat or equal target numbers (DCs or ACs). A target of 5 is very easy, 10 is average, 15 is hard and 20 is very hard. Rolling high is always good.
6. Difficulty classes (DC) are target numbers to beat with skill checks and saving throws. I often write targets in this format: "Con DC 11". This means the player has to roll a d20 and add their Constitution (Con) modifier (and other relevant modifiers depending on the system) to reach or exceed the number 11. A character with no modifiers would have a 50% chance of succeeding in such a check. Sometimes I write DCs with dice, for example 3d6. I do this to randomize the game world, encourage referees to make it their own, and to highlight that numbers in a game products are just suggestions.
7. Ascending armor class (AC), where 18 is really good and 11 is really average.
8. Attacks have to equal or exceed the AC to hit.
9. Different damage dice for different weapons and spells and items, because using the different polyhedral dice (d4, d6, d8, d10, d12, d20) is fun.
10. Creatures have Hit Dice (HD) and hit points are generated from those. The more HD a creature has, the more powerful it is in combat. Sometimes a creature's HD are not listed as a simple number (e.g. '½', '1-1', '2+2'), this means they have more or fewer hit points than normal for their power. What precisely this means in your game system is up to you.
11. Every attribute on a player's character sheet can be a target. Creatures or curses may damage hit points, AC, abilities, gold, iron, whatever. For ability damage to monsters, assume that weak monsters' ability scores are 5, medium monsters' ability scores are 10, and hard monsters' scores are 15.
12. Short rests and long rests. I like this mechanic from 5E very much, so I use it in descriptions. Heroes can recover a little bit of health and power from a short rest, but one long rest is required to fully restore each lost attribute. If a character has taken both Str damage from a mummy and hit point damage from an arrow, that character needs two long rests to fully recover.
13. Usage dice are excellent in theory for tracking consumables. To the best of my knowledge they were introduced by several rpg greats (David Black and Eric Nieuudan). I write usage dice with a delta ('Δ') and they form a chain: Δ12 -> Δ10 -> Δ8 -> Δ6 -> Δ4 -> gone. Any time a consumable object (ammo, food, torches, charges, magic eagles, favors) is used, the player rolls their usage



die. If the result is a 1, 2, or 3, the die is downgraded to the next lower die in the chain. After a  $\Delta 4$  the consumable runs out. In practice I don't use them very much—so I have equipment wear out on a natural roll of 1, while consumables, like ammunition, run out on a natural roll of 13 (so the last shotgun shell may well be a hit).

14. Theatre of the mind. I don't use grids or run detailed tactical combat, thus the maps and diagrams in the Necropolis do not have grids and the items and monsters do not have detailed specified ranges.
15. Experience for treasure and good ideas, not slugging it out with monsters. The adventurers are venturing into the smouldering shell of a destroyed empire's holy city, crawling with crazed cultists, ragged refugees, and undead monstrosities for the shekels. Convert the shekels to silver or gold pieces as required by your system and have fun.
16. No alignments. At most I use a law/chaos axis, suspending moral judgement. Thus the two main factions of Red Sand Blue Sky: the defeated Ébéteen, who are slaveholding undead-raising imperialists, and the victorious Iks, who are militaristic fascist colonialists.
17. Reward good behavior. Nevertheless, I reward good heroes and players with direct praise and the kindness and high regard of the NPCs they help. Good behavior brings no mechanical benefit, but that's what makes it moral.
18. Wizards use magic, thieves use skills, and fighters use weapons.
19. Rewrite to fit. I rewrite all modules, more or less, to fit my own game and style. If something in the RSBS sounds stupid to you, if something has too few HD, if something will annoy your group no end; grab a pen and fix it.
20. Play to have fun. Don't play to be an accountant or rules lawyers or asshole. Clear up with the players what kind of game they should expect. If they want to be heroic at all costs, there are a number of smaller oppressed and downtrodden groups they can help in RSBS, such as the Dogheads, the Izvoreni, the Golems, or the Pustari.
21. Finally. The d20 rocks and I love critical hits. I always assume 20s are excellent and exploding, and 1s are terrible and result in mishaps. Do with this what you will.

WE CLEAR ON THAT? My game may be pretty different from yours, but RSBS is still made to be useful.

Now off you go. Loot some tombs, plunder some of the dead, get rich quick or die trying!





**BACK**  
**GROUND**





# THE CITY OF THE HUNDRED GATES

*"Ebét of the Hundred Gates, Mistress of the River of Life, City of the Living God, fallen to the hordes of Iks the Ninth, Ruler of the River of Death from Across the Poison Sea. Woe is become our name!"*

—words scrawled on the Lime Wall of the Temple of the Everliving Cat by an Oppressor-Priest in his own blood.

THE SOLDIERS AND MERCENARIES of Iks have accomplished the impossible. The conquest is done. The living god's Great House lies smashed at the foot of the Ten Hundred Year Palace. It is open season on the millennial city. Gore runs through the archaic streets and under the studded wheels of the Twins, inscrutable behind porcelain masks. The Orb of the Moon and the Hand of the People are embroidered in glow-worm silk upon their their midnight banners.

"For Iks! For Iks!" goes up the cry from the soldiers of the Liberation.

The sack of the decadent metropolis is impressive. Ash falls like snow. On the third night, at moonrise, the great organs low and peace falls with a thud. The levellers walk out and the soldiers sheathe their maces and stub-wands. The cleansing of the Ebéteen masses, the Thirsteen plebes, and the whipped Dogheads commences in earnest and the accountant division combs the imperialist palaces. The butcher bankers will be here soon. Now that major military operations have officially ended, nobody will stop them from getting their pound of flesh.

"West," is on everyone's lips. Across the river, where the old imperial tombs lie, stuffed with ill-accumulated gold and magics and lore. The Twins have declared it the Camp of Liberation. Soldiers, mercenaries, freebooters, and freed slaves gather at the Docks of the Green Turtle and the Red Bird, greedy eyed. Companies and parties form to de-imperialize the tombs. Noble administrators are wheeled out in water-wagons to distribute the Licenses of Liberation.

The heroes jostle to board the remaining Charonic reed boats as dull-eyed handlers push off across the great river.

## NOTES TO THE REFEREE

THE BACKGROUND SECTION IS arranged to approximate the heroes' experience of arriving at the necropolis of Ebét as part of the liberating and rational army of Iks.

The first part, Heroes and Scum, generates backgrounds and equipment. Use it in addition to your normal character generation method of choice, or as a way to add a dash of local color (and blood) to a character arriving from somewhere else.

The second part, Loot from the Burning City, gives additional treasures and tribulations heroes may acquire if they participated in the sack of the city of Ebét. If you are using an alignment system, you might warn your players that many of the results in this table are a wee bit evil.

The third, rather short part, Crossing the River of Life, takes the heroes across the river separating the city of Ebét proper from its necropolis. It deals with the omens and portents associated with crossing over into that 'magical' realm.

The fourth part,

Liberated, is  
It helps you  
the looting of  
Necropolis  
multiple  
sessions and

Diorite Port of

the Disgruntled Scribe, which will serve as an initial home base for the looters, ahem, liberators. It is also a compendium of events and hooks, town encounters, market fluctuations, and Iksan bureaucracy, hirelings and henchpersons, armor and weapons, gear and skills, curses and cures, spells and rituals.

INCOMPLETE

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# HEROES AND SCUM

WHO ARE THE HEROES liberating Ebét? Who are the foul regressive fighting against the self-evidently reasonable humanitarian impulses of the Reasonable Republic of Iks?

*“After the second self-cleansing of Iks the Ninth’s glorious reign, the Commission of Levellers proclaimed the Anti-imperialist Liberation Project and subjects eager to prove their reasonable cleanliness rushed to the schools and freedom houses. They came from all walks of life, motivated by a love of law and passion for a better, more level future.”*

—Diary of Titanká, Malachite Leveller

THERE ARE SIX CATEGORIES of human in the Red Sand Blue Sky. Conveniently, a d6 roll gives a random character background.

1. The Righteous Liberators, the Soldiers of Iks. Noble scholars and reasonable warriors, full of vigor and vim, trained to fight against obscurantism and imperialism in all its forms (p.XX).
2. The Loyal Servants of Justice, the Mercenaries of Iks. Loyal workers and useful savages who contribute to the ongoing revolution against the mind-destroying filth of Ebét (p.XX).
3. The People of Little Value, the Vagabonds. Opportunistic nomads, scum and thieves from the wastes between Lands. Useful as cannon fodder, and too weak and uneducated to threaten Iks (p.XX).
4. The Odd Outsiders. Dangerous traders and freebooters from strange lands beyond Iks and Ebét, whether spies or not, suspicion is not wasted on them (p.XX).
5. The Opium-addicted Masses, the Freed Folk. Untrustworthy ex-slaves and grimy former vassals of Ebét, all indoctrinated in the foul superstitions of the Ebéteen (p.XX).
6. The Filthy Imperialists, the Slavers of the Soul. The disgusting and dangerous ruling castes of Ebét, hardly capable of re-education and possibly best concentrated in well-overseen labor towns, where at least some value can be redistributed from their worthless, demon-infested hides (p.XX).



## NOTES TO THE REFEREE

IF YOU ARE MAKING new heroes for this adventure, use the following tables to provide random backgrounds, items, and abilities. For heroes dropping in from another game, I suggest the Outsiders table (p. XX). I advise against playing Ebéteen ‘terrorist freedom fighters’, unless that’s the game experience you want.

## 1. THE RIGHTEOUS LIBERATORS

THE LEGIONARIES, SCHOLARS, AND auxiliaries of Iks are the foot soldiers of reason. Drawn from all the loyal nations and classes of the Reasonable Land, obedient soldiers dream of active citizenship and honored membership in the Reasonable Party. The most meritorious eventually descend into the enhancement vats to become true Iksans, pure of thought and dead, erm, deed.

### D20 ABILITIES AND BACKGROUNDS OF THE SOLDIERS OF IKS

1. Purified Legionaire. Reasonably secured mind. Advantage against enchantment and mind-control.
2. Fearless Trooper. Panic response training. Immune to fear effects. Adds +Level damage when charging.
3. Veteran Sergeant. Respected by ordinary soldiers, inspire allies.
4. Increase HP die one step.
5. Message Runner. Athletics skill, master of [roll d6]: (1) fencing, (2) swimming, (3) wand-shooting, (4) free-running, (5) show-jumping, (6) skiing.
6. Lucky Slacker. Re-roll fumbles. Proficient with [d6]: (1) tarot cards, (2) spinners, (3) slot machines, (4) billiards, (5) horseshoes, (6) dice.
7. Scarred Veteran. Intimidation skill. Disadvantage to one physical skill, advantage on saves vs. one damage type (e.g. fire or electro-magical discharges).
8. Party Applicant. Cadre trusted by levellers. Advantage against accusations of disloyalty to the party. Honorary party membership and a contact with access to restricted hardware and spell-ware.
9. Golden boy. Beloved of reason. Persuasion skill. Immune to disease and all skin conditions. Honorary party membership.
10. Medic. Proficient with medical gear. Medicine skill. Can restore 3 hp per level using medical parasite, once per long rest. Can also transfer hitpoints to patient.
11. Slum Scum. Sleight of hand skill. Improved criticals in unarmed

combat.

12. Military Mechanic. Mechanics skill. Proficient with archaic technology repair kits and lock picks. Has a neur-optically linked spy golem the size of a small dog.
13. Undying Legionaire. Re-life parasite implant. Once per long rest, attack that would reduce soldier to 0 hp reduces them to 1 hp instead, but causes 1d4 permanent damage to random stat.
14. Melee Trooper. Attack-enhancement parasite implant. Gain +N damage to next successful melee attack at cost of N damage to physical stat of choice.
15. Reckless Trooper. Can gain advantage on attacks by accepting disadvantage on defence. Proficient in Athletics and Gambling.
16. Supply Delivery Driver. Skilled with vehicles and generally good at driving. Can use a reaction to halve damage taken by vehicle.
17. Heavy Gunner. Skilled with siege rods and archaic cannons. Rerolls all 1s and 2s on damage dice with heavy guns.
18. Shock Trooper. Free extra attack on charge if the first attack hits. Proficient with two-handed melee weapons.
19. Ammo Hoarder. Always scrounges more ammo. For any ranged weapon found, the Ammo Hoarder can check Charisma DC 7 to see if there's one bullet or arrow left. When ammo hoarder runs out of ammo, check Charisma DC 11 if they have a few more bullets in a pocket.
20. Bomb Squaddie. Advantage when setting and disabling explosives. Proficient with Demolitions. Starts with a satchel charge.
21. Golem Armorer. Proficiency in golem armor, advantage on golem armor charges. Starts with an opal raider golem suit (AC 14, Str 18, 20 suit hit points).

### STARTING EQUIPMENT

ANY TOOLS THE HERO is proficient with, medium armor, light shield, company tags, standard-issue personal weapon [d4]: (1) sword-spear, (2) sword, (3) mace, (4) warhammer, multi-function dagger, good boots, reasonable beret, backpack, 10 + 2d6 shekels.



## 2. THE LOYAL SERVANTS OF JUSTICE, MERCENARIES OF IKS.

THE WAR AGAINST THE foul Ebéteen death-sorcerers has, sadly, been longer than anticipated. Though the blood of the flower of Iks has brought new soil into the Domain of Reason, the legionaries were supplemented with useful, if unedified and greedy, inferior peoples, such as the Morri, Struri, Gorri, and Rekari from the Lesser Lands. They, of course, cannot hope to become active citizens, but through loyal service, their children may join the Schools of Right Reasoning and rinse their minds to become proper servants of the Reasonable Land.

### D20 ABILITIES AND BACKGROUNDS OF THE MERCENARY RACES

1. Gorri Hairy Barbarian. Unarmored hair defense (add Constitution bonus to AC when unarmored). Has a pair of combat shears.
2. Gorri Mountain Barbarian. Acrobatics skill and advantage on Constitution saves. Has a pair of boots made for walking.
3. Gorri Dwarf. Advantage on trip attacks. Improved criticals in holes and tight places. Short and skinny. Has a gem explosive (3d6, small radius).
4. Morri Marine. Swim in medium armor, advantage in amphibious combat.
5. Morri Sailor. Navigation and sailing proficiency, rope tricks, advantage on ships. Knows how to sing to stars, though why that might be useful, who knows.
6. Morri Fisherman. Survival skill, fishing lore, proficient with nets, advantage on boats. Has a gutting knife.
7. Rekari Gon Traveler. Re-roll fumbles. Proficient with [d6]: (1) tarot cards, (2) darts, (3) snares, (4) poison, (5) tinker tools, (6) thieves' tools.
8. Rekari Po Rower. Advantage on endurance checks.
9. Rekari Peddler. Barter and investigation skills, 1d12 extra shekels in third sock. Has a camp follower contact with an unnatural ability to find army surplus equipment.
10. Rekari Pogrom Survivor. Advantage on death saves. Can disengage from combat as a reaction.
11. Struri Witch. Nature (herbalism) skill. Knows two curses and starts with one first level spell slot.
12. Struri Woodsman. Survival skill, tracker, trapper, bear baiter.

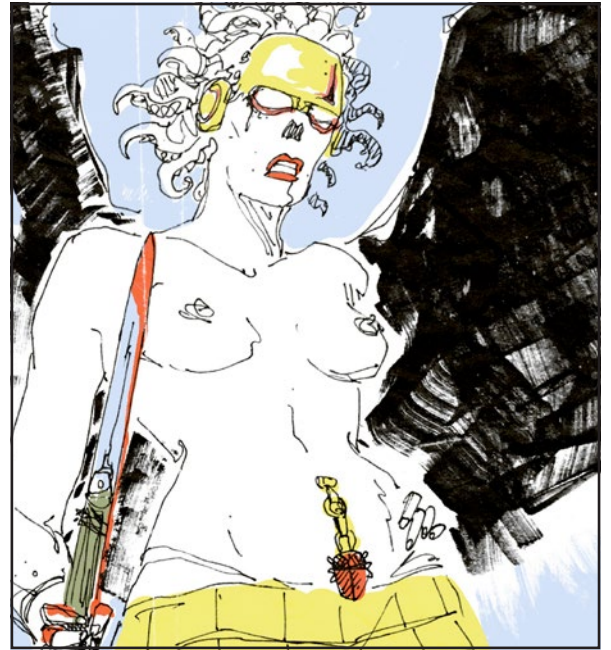


Good with axes and shrubberies. Starts with a pet bear dog (AC 13, HD 3, red).

13. Struri Scout. Stealth skill and +1d6 sneak attack damage. Starts with an undead detector.
14. Struri Exotic Gunmaster. +2 to hit with exotic or archaic guns. Starts with an exotic flechette shotgun from before the last Iksan unification war (3d6 damage, near, attacks 3 adjacent targets, half damage against armor).
15. Kamini Sewer Rat. Advantage on saves against diseases and disease spirits. Has lice.
16. Kamini Barber. Proficient with barber's kit, medicine skill (disadvantage in life or death situations). For some reason also carries a razor-wire garotte.
17. Feral Kamini. Advantage when charging, faster healing (heals two attributes per rest period), gains one extra healing HD, disadvantage in social interactions.
18. Kamini Looter. Advantage on treasure and loot checks. Any time the looter spends an hour in a location, they somehow always find 1d6 extra shekels somewhere.
19. Kamini Treasure Hunter. Arcana skill, advantage when searching for secret doors. Has a metal detector that actually works.
20. Clockwork Explorer. Magitechnic organism, living tissue over golem endoskeleton. Does not require air, water or food. Possibly feeds on magical discharges, regaining 1 hp every time a spell is cast nearby. Creepy.

### STARTING EQUIPMENT

ANY TOOLS THE HERO is proficient with, light armor, lucky charm (2 charges), weapon [d4]: (1) spear, (2) sabre, (3) axe, (4) bow, knife, shoddy sandals, color-coded cap, knapsack, 10 + 1d8 shekels.



### 3. THE PEOPLE OF LITTLE VALUE, THE VAGABONDS.

LIKE IRIDESCENT FLIES DRAWN to the carcass of a dead mastodon, marginal people and superstitious mongrels have followed the Army of Liberation to the very shores of the River of Life. Rapacious and locust-like, they stripped the smaller Ebéteen towns and villages. Yet, they are useful idiots. Their wanton savagery proves the Truth Commission's reports back to the Reasonable Lands. Truly, the Iksans are bringing order and peace to these poor, blighted lands.

#### D20 ABILITIES AND BACKGROUNDS OF THE VAGABOND PEOPLES

1. Wild Child. Raised by beasts in the caves and forgotten oases, they are possessed of a preternatural, some say animalistic nature, and are blessed by the moons. Advantage to initiative.
2. Pustari Shepherd. Nature skill, 1d4 sheep, and a sling.
3. Pustari Goatherd. Survival skill, 1d4 goats, and a bow.
4. Pustari Cameliere. Survival skill and desert navigator, camel, lance.
5. Pustari Trader. History, accounting and persuasion skills. Two missing camels and no luck.
6. Pustari Anti-Ebéteen Freedom Fighter. Advantage on endurance checks, survival skill, sand-serpent tooth knife, and an ancient self-healing pre-Izvoreni homeostatic-desert-suit.
7. Wandering Archaic. Advantage on stealth checks, stealth skill. Does not require water. A so-called machine-human.
8. Forgotten Person. Awakened from a deep sleep in a lost mine, a traveler from beyond remembered time.
9. Unlocked Comfort Golem. Advantage on athletics, deception, and performance checks. Does not require water. A machine-human.
10. Wasteland Skin-wearer. Wears human skin to pass in society. Deception and insight skills.
11. Vampire Banker or Mercer. Ageless, disadvantage on Str checks, only regains HD by drinking blood (1 HD per 3 litres or ½ a human or 120 rats or 1 sheep or 1/13 cows), immune to enchantments, 150 extra shekels.
12. Wise [d6]: (1) jackal, (2) fox, (3) hawk, (4) ass, (5) goat, or (6) snake.

Can communicate tele-empathically, cannot read minds. Accompanied by human bonds-mind that it uses to pass in human society. A reverse familiar, if you will.

13. Soulstone. A 'stone' with an [d4]: (1) artificial, (2) synthetic, (3) trapped, (4) wizard's soul inside, and the possessed human husk it inhabits. Knows one non-combat cantrip or first-level spell.
14. Wandering Reaper. Advantage on stealth checks, leatherworking skill.
15. Hand Chimaeric. Human head but [d4]: (1) tentacle, (2) claw, (3) raptor, (4) paw arms.
16. Foot Chimaeric. Human head but [d4]: (1) goat, (2) sheep, (3) tiger, (4) chicken legs.
17. True Shaman. Human shapechanger can turn into a [d4]: (1) hawk, (2) lizard, (3) owl, or (4) snake at will. Shapechanging is gruesome and terrifying, and best performed in private.
18. Night-touched. Dark wanderer, skin replaced with the glassy canvas of the void between stars. Advantage on stealth checks in the dark. Proficient in astrology. May have social problems.
19. Skin-jelly. Ambulatory sentient jelly or ooze in a synthetic human skin. Caustic blood, vulnerable to piercing damage.
20. Vile. An ancient, immortal changeling horror from beyond time and space,\* the flesh it possesses is but a suit and it knows it. Even if its flesh is destroyed, the vile essence will build a new infant body to a nearby template. Aside from a mythic soul grinder, wastelanders know of no way to finally destroy a vile. Advantage on Intelligence checks.

\*Or, at least, that is what the hero believes. Most likely, they have been [d4]: (1) touched by a vile changeling, (2) are the orphan of a dark design, (3) possess the blood of dark kings, (4) are a mad elemental spirit possessing a humble everyman (roll a second character that emerges if the possession is broken).

#### STARTING EQUIPMENT

Any tools the wastelander is proficient with, Light armor, wasteland fetish (3 charges), weapon [d4]: (1) bow, (2) crossbow, (3) long-wand, (4) lance, high desert boots, freeman's bracers, saddlebag, 6 + 4d6 shekels.

## 4. THE ODD OUTSIDERS.

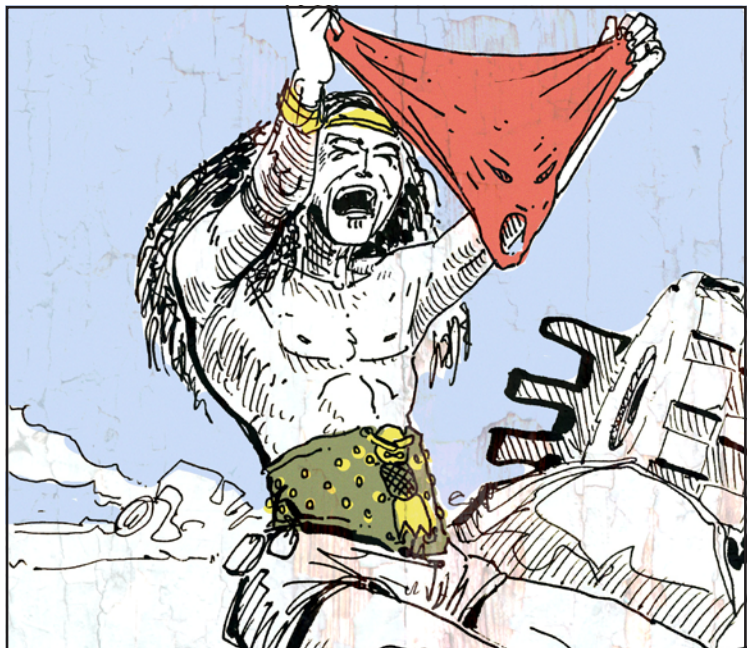
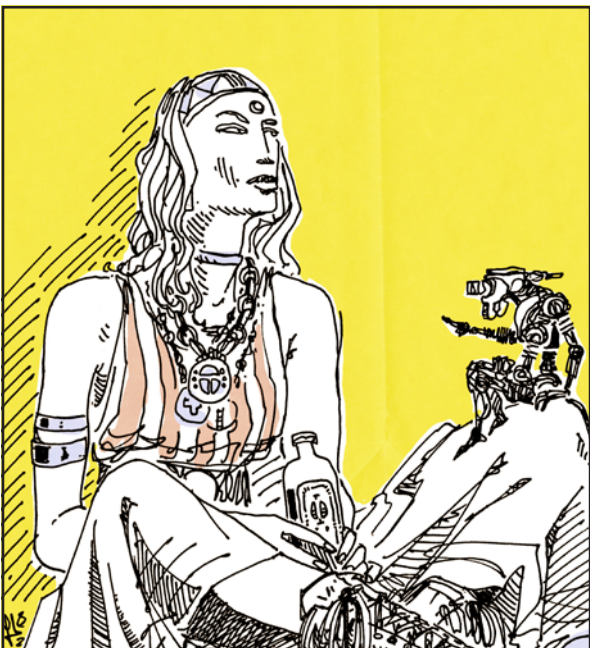
OUTSIDERS. THEY MAY AS well be lizards wearing the skins of humans, clinging to the stinking veneer of neutrality. As though anybody could be neutral in the imperative historical struggle against Ebéteen imperialism and aggression. Nevertheless, this useful class of vermin has been allowed to live unmolested by the reasonableness of Iks. For now.

### D20 ABILITIES AND BACKGROUNDS OF ODD OUTSIDERS

1. Ambassador. Papers and tattoos of the [d4]: (1) Parallel Domain, (2) Unfurled Moon, (3) Black City, (4) Alphabet of Creation to earn the respect of Iksan administrators and levellers. Persuasion skill optional. Odd coins worth 1d100 shekels.
2. Spy. Forged papers and tattoos of the [d4]: (1) Society for the Abrogation of the Individual, (2) Guild of Guilds, (3) Iksan Para-level System, (4) Responsible Post-Colonial Trading Company. Also, skilled at forgery or persuasion. 1d100 shekels.
3. Mercenary. Grim warrior from beyond time and space. Arcana skill and once a day reality twists to accommodate the mercenary (player may trade one die roll with an NPC).
4. Tourist. Slightly confused, disadvantaged in all social situations, but preternaturally lucky (takes half damage from all critical hits and fumbles).
5. Doctor. Says is a doctor. Not entirely clear of what exactly. Advantage with one skill.
6. Bohemian. Very persuasive, very lubricated, resilient against intoxicants, has an artistic talent that is being horribly wasted and dissipated.
7. 'Archaeologist'. Acrobatics skill. Very good at jumping, rolling, dodging, and appraising "liberated" artifacts.
8. Merchant Adventurer. Advantage on all corruption checks.
9. Assassin. Arrived in Ebét to kill an [d4]: (1) Ebéteen opium peddler, (2) Iksan grand leveller, (3) immortal changeling horror from beyond time and space, (4) an innocent child prophesied to bring about the fall of the Sun into the Moon.
10. Explorer. Rugged and charming rogue, teller of tall tales of grand adventures and sights seen, quite possibly not really an explorer at all. Advantage to deception checks.
11. Adventurer. Very brave, possessed of impressive armor skills, exceptionally good at running away from a fight, advantage against opportunity attacks when fleeing.
12. Zealot. Single-minded and self-anointed prophet of an [d6]: (1) octopus god, (2) destroyer of the sun, (3) eater of the dead, (4) multiplicity of ice and fire, (5) clockwork machine intelligence, (6) rival rationalist ideology.
13. Scholar. Skilled in poetry, calligraphy and watercolor painting. Would make a good referee.
14. Exotic Charlatan. Very exotic in these lands, considered almost supernaturally charming by both Iksans and Ébéteen. Almost like they understand precisely what exotic is and play it to the hilt. Almost.
15. Vector. Possessed by a splinter of an [d6]: (1) ancient horror, (2) vile changeling, (3) dark mirror, (4) clockwork intelligence, (5) intelligent bacillus, (6) far-future meddler. Start with one memorized sixth-level spell. Can cast it once. For now.
16. Pilgrim. Blinded by the lies of the Ebéteen flesh god, the pilgrim has come just in time to see that oppressive system brought down by Iksan reason. Fluent in all Ebéteen scripts.
17. Cook. Chose a terrible time to open an exotic restaurant in Ebét. But can cook.
18. Necromancer. Seeker of the secrets of the dead? It's open season now. Also, can speak with the dead with the help of [d6]: (1) dribbly candles, (2) knucklebones, (3) eerie clocks, (4) knocking blocks, (5) coffee grounds, (6) aura crystals and jade eggs.
19. Painter. Possibly a great painter. Very good news if interested in the exotic ruins of Ebét. Not so good if interested in everyday life in the Most Debauched City in the World.
20. Aristocrat. The richest and the best. Start with 1d4 lackeys. Disadvantage on all Intelligence skills, there are servants for that. Multiply starting wealth by 100. Start with debt to a very private vampire banking house that is 10x that amount.

### STARTING EQUIPMENT

TOOLS THE OUTSIDER IS proficient with, no armor, outlandish item (3 charges), weapon [d4]: (1) knife, (2) whip, (3) explosive gem, (4) pistol, sensible shoes, unicorn horn token, knapsack, 1d60 shekels.



## 5. THE OPIUM-ADDICTED MASSES, THE FREED FOLK.

THE CEDARWOOD SLAVE-BOND PANELS burned together with the Violet Temple of the Recorder of Lives. Iks has brought freedom to the slaves and the un-castes, though their minds are messy and clouded by the foul superstitions of the Ébéteen. Perhaps, in generations, they will be ready to become passive citizens of the Reasonable Republic. Until then, the mandate governors will bring reason to their benighted clans, riven by unfathomable ethno-genetic rivalries and deformities.

### D20 ABILITIES AND BACKGROUNDS OF THE WRETCHES LIBERATED BY IKS

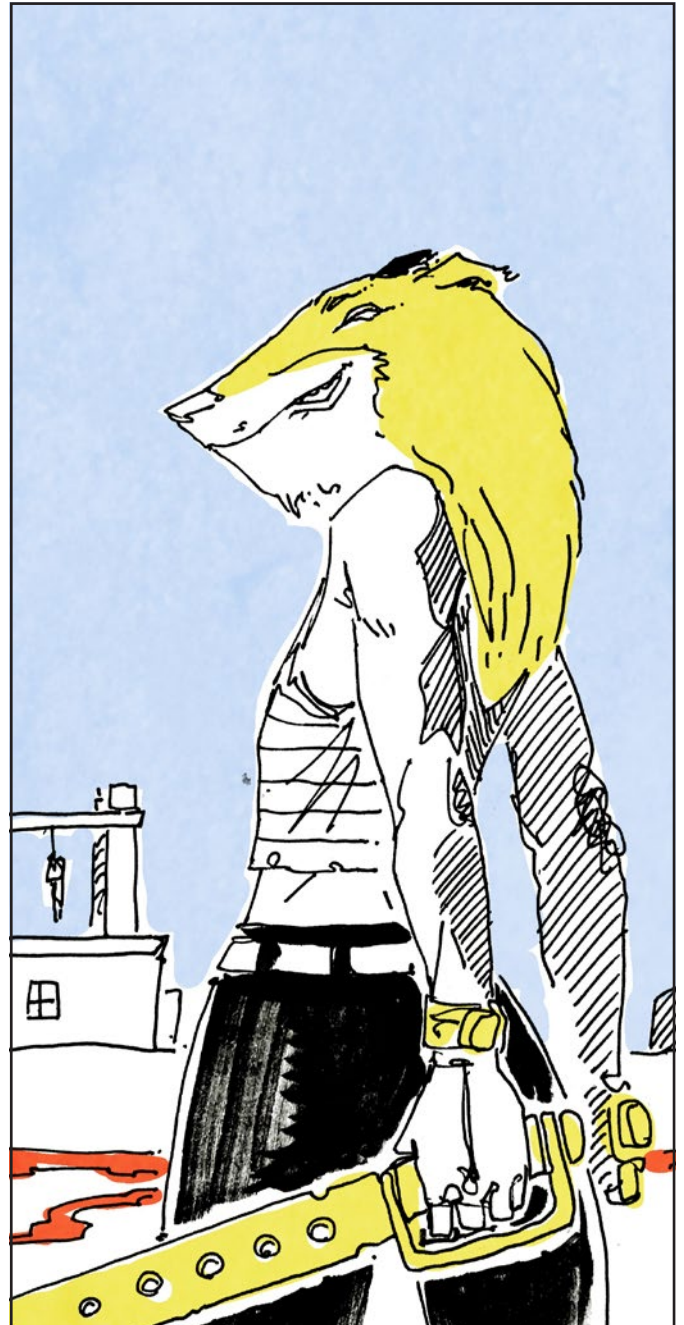
1. Fallen Ébéteen. A disgusting, yet useful, wretch schooled in the solar city pictograms and the Ébéteen false religion.
2. Ébéteen Eunuch. An abomination, but schooled in arcana and history.
3. Izvoreni Clockmaker-slave. Mechanic and arcana skills. Can repair machine humans.
4. Izvoreni Fleshmaker-slave. Nature and insight skills. Start with one biomantic spell.
5. Laborer Archaic. Clock-man with enhanced strength and reduced intelligence.
6. Burden Archaic. Clock-man with enhanced endurance and reduced intelligence.
7. Thirsteen Class C. Soft and flabby Ébéteen plebe, skilled in deception and persuasion, but brain-neutered. Max Int 9, disadvantage on concentration checks.
8. Thirsteen Class A. Brain-neutered amusement plebe, skilled in performance and deception. Limited to 9 Intelligence and disadvantage to initiative.
9. Thirsteen Class F. Brain-neutered combat plebe, skilled in unarmed combat. Unarmed attacks deal 1d6. Limited to 9 Intelligence and has no social graces.
10. Rotted Person from the shallow sewers. Infected with the living rot, immune to disease. Limited to 9 Charisma, permanently loses 1 point of Charisma per year.
11. Cannibal from the deep sewers. Gains a 'cannibal' die (use a d6) from eating the [roll d4 to choose one]: (1) brain, (2) heart, (3) liver, or (4) lungs of a dead person. The 'cannibal' die can be rolled to improve the result of any other roll. The character can store one 'cannibal' die per level. Each die is expended after a single use.
12. Half-ghoul from the warrens of the living flesh. Immune to fear and intestinal diseases, advantage on smell checks, regains 1 HD worth of hp from eating the [roll d4]: (1) spleen, (2) pancreas, (3) stomach, or (4) kidneys of a creature with a soul. Can only eat raw food.
13. Yellow Doghead. The quick gender (dogheads have seven genders) are skilled acrobats and have advantage when running away.
14. Orange Doghead. The friendly gender is skilled at performance and persuasion.
15. Red Doghead. The aggressive gender gains +5 to damage when charging an enemy.
16. Lilac Doghead. The moody gender has arcana and insight skills.
17. Ultramarine Doghead. The wise gender has the history skill and advantage on Charisma saves.
18. Blue Doghead. The phlegmatic gender has cooking, cheese-making, and perception skills.
19. Green Doghead. The leafy gender has survival and nature skills and can subsist entirely on woody vegetable matter.
20. Traitor Ébéteen Commander-Priest. Magitech and arcana skills, advantage to shacklemind management checks. Has access to a Leveller 'handler' contact and has surprising amounts of leverage with the Reasonable Party for an obvious opium peddler. Starts with a shackleminded combat-plebe.

### NOTE: DOGHEADS

DOGHEADS HAVE SEVEN GENDERS, colourful fur and canine heads. They may have been around before the Izvoreni, or not. The Ébéteen view them as a half-human under-caste, and they go along with it. The dogheads hold eerie, dualistic beliefs about the cosmos and even odder, yet surprisingly accurate, beliefs about their unusual polychrome biology.

### STARTING EQUIPMENT

TOOLS THE CHARACTER IS proficient with, dirty Ébéteen rags, illegal fetish (2 charges), illegal weapon [d4]: (1) knife, (2) stoning rock, (3) staff, (4) sling, decadent Ébéteen slippers, mandate collar, sack, 10 + 1d4 shekels.



## 6. FILTHY IMPERIALISTS, SLAVERS OF THE SOUL.

THE DISGUSTING YET DANGEROUS ruling castes of Ebét, hardly capable of re-education and possibly best concentrated in well-overseen labor towns, where at least some value can be redistributed from their demon-infested hides. Though it might have been best to exterminate the lot, in its glorious wisdom the Leveller and Liberation Council has seen fit to let many of them survive, so that by their labor they may atone for their sins against reason and decency.

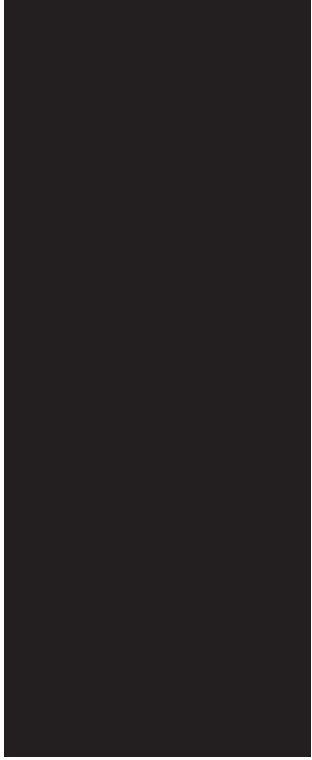
### D20 ABILITIES AND BACKGROUNDS OF THE FILTHY IMPERIALISTS

1. Opium Peddler. Common Ebéteen priest and bartender caste, skilled in brewing, medicine, and false religion.
2. Death Binder. Common Ebéteen necromancer and funeral manager, skilled in oratory, preservation of the dead, and the reanimation of corpses. Can keep one deceased Ebéteen per level animate indefinitely. Additionally, they can spend 1d4 Charisma for every additional corpse they reanimate for a night and a day.
3. Rememberer. Mentat-scribe-liars, castrated to improve their recall. They have advantage on all knowledge skills and can perform rituals to detect and read magics, and to identify magics woven into physical objects.
4. Flesh-bearer of the Living God Great House. A servant of the Great House, 'the holy amalgam', that disgusting palace-engulfing monstrosity of living flesh (the holy repository of the wisdom of the elders) that once ruled Ebét. Great House is dead, but the Flesh-bearer can still maintain an empathic link to one person per level that they have exchanged bodily animalcules with. Additionally, the Flesh-bearer has advantage against all re-education and enchantment magics.
5. Princeling of the Great House. A brutal, debased, and superstitious (or kind, noble, and spiritual) member of the former ruling caste of Ebét. Has disadvantage on all physical activity, but starts with 10x the normal starting shekels and 1d6 suicidally loyal Tirsteen 'friends'. Princelings have the ability to brain- neuter ordinary humans using their gastric animalcule parasites, though the ritual takes a whole night and a day.
6. Shackle-minder. The revolting neuromancers of the Ebéteen, they use obsidian scalpels and scarab machines produced from their own teeth to create blindly obedient slaves. A shackle-minder can control one shacklemind slave per level, and uses up one tooth to create each slave. Shackleminds are also proficient with Insight.
7. Cat Quean. A fur-draped mistress of the dark art (though all Ebéteen genders are equally corrupt), the Cat Quean can transform into the shape of the fur she wears (usually a great cat).
8. Ceremonial Ancestor Skeleton. A revolting abomination, the skeleton ancestor has had all its flesh replaced with spirit essence. It takes half damage from piercing and slashing weapons, but is vulnerable to bludgeoning attacks. It also needs neither breath nor water nor food, subsisting on the vile hammer blows of the Ebéteen sun.
9. Warlock. A disgusting thing, the warlock has given over their flesh to one of the vile monsters of the Ebéteen pseudo-afterlife. The warlock can spend 1d4 points of Constitution to give over their body to a monstrous apparition for about an hour—the Warlock gains 1d4 points of AC, doubles HD, and gains an energy draining attack.
10. Ebéteen Witch. Is resistant to the horrid curses of the Ebéteen. Can also cast (and cure!) them—starts knowing three curses.
11. Ebéteen Eunuch. Has the knowledge and insight skills, and the ability to control one ceramic fetish (11 AC, 1 HD, sleeping touch) per level. It takes a night and a day to create such a fetish.
12. Ebéteen Duke. A warlord of the Ebéteen, the duke is resistant to all physical damage, for their organs have already been replaced with the undying flesh of the Great House, however they heal very slowly without magic (1 hp per long rest).
13. Ebéteen Mummified Ancestor. A mummy. Right down to the rotting touch and the vulnerability to fire. Unusually fast and terrifying, has advantage on all Strength checks and melee attack rolls. But, you know, a mummy.
14. Red Plume Soldier. An elite soldier of the Great House, advantage to attacks with one weapon type, utterly immune to fear or mind control, their soul was stored in the Great House's mind. The Red Plume Soldiers now have no souls. They might as well be golems.
15. Ebéteen Scribal Warrior. A scholar-warrior of the Ebéteen, can weaponise scrolls, inscriptions, and curses. The Scribal Warrior can spend 1d4 points of Wis or Cha for every Ebéteen incantation they memorize and ready for casting. A fully charged Scribal Warrior may have trouble with some saving throws.
16. Drug Guard. A prestigious Ebéteen professional guard of the wealthy, depends on drugs for their speed and power. Has disadvantage on all physical and mental checks, unless drugged. Never suffers any ill effects from drugs, nor can get addicted.
17. Ebéteen Terrorist. Proficient in explosives, demolitions, and propaganda.
18. Eater of the Flesh of Wisdom. One of the more disgusting types of Ebéteen. When they eat the dead flesh of a sentient creature, they acquire one of its abilities. The Eater can store one ability per level in this way. Each ability has a 1 in 6 chance of fading away after every use.
19. Stone Machine Warrior. Proficient in golem armors, and golem armor maintenance. Can spend 1d10 Wisdom to mentally sculpt a pseudo-golem armor from semi-precious stone over a night and a day.
20. Child of the Living Flesh God. The worst of the worst. The disgusting germ-line descendants of the Great House, to be hunted down and exterminated. Regenerate swiftly in the sunlight (3 hp per round) and can recover completely even from a single organ. They often remove a non-vital organ, like a gall bladder or kidney, before combat and store it in a special jar. If they die, a servant can rebuild them in this way, feeding them sunlight and incense to speed the regrowth process. A full regrowth takes 1d4 weeks.

### STARTING EQUIPMENT

ANY TOOLS THE IMPERIALIST is proficient with, disgusting and decadent Ebéteen finery, healing potion, illegal fetish (2 charges), illegal weapon [d4]: (1) sword, (2) axe, (3) electro-magical rod, (4) gun, decadent thigh-high blue-and-red leather Ebéteen soft boots, charm with a kernel of the Flesh of God, silk pouch, 1d6 x 50 shekels.





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# HOW TO RUN THE CITY OF THE DEAD

HELLO, READER! IF YOU'RE reading this section, I assume you're planning on running Red Sand Blue Sky. The heart of that is the 'heroes' despoiling the ritual city of the defeated Ebéteen capital. Picture it. It stretches to the horizon, a large city. A large city of the dead, a true necropolis, with ritual spaces, follies, ruins, tombs, and the still-walking ancestors of the Ebéteen flesh-sculptors and death-defiers. It is not built for easy access by living people on important business (like shopping, trade, or looting). However, it is also not a labyrinth. Avenues, boulevards, and canals criss-cross it.

Before you start the game, give the handout map to the party to whet their appetite for plunder. Also, load up on d6s and d20s, I write a lot of those. Then, when you run an adventuring party through the city sandbox, keep four factors in mind: **time, scene, action, and rewards**.

## 1: TIME

TIME IS INVISIBLE, BUT you should track it in the background. It gives your adventure a beat, and, after all, scary things come out at night. Use the hour as the basic unit of time for exploring the Necropolis. **Most major activities in the Necropolis take an hour:** movement between neighborhoods, reconnoitring a new location, looting a tomb or mausoleum, socializing with the owner of a greasy machine pub, or taking a short rest.

Use common sense and improvise: if the party decides to rig a pulley to extract the gilded pyrite statue of Mafu the Third, add another hour.

**Option:** when the party moves between known locations within a neighborhood, have them roll a d6. If they roll a 1, it takes them an hour, otherwise the travel time is negligible.

## 2: SCENE

I'VE BROKEN UP THE necropolis into neighborhoods, each with its own theme, highlights, events, encounters, locations, and tomb raiding possibilities. The party of looters can only move between adjacent quarters.

When the party enters a new neighborhood, **describe it and roll a d6 to determine the nearest scene they see**. If they decide to go for it, proceed directly to the tomb or gazebo or whatever of choice. If not, dangle another tempting scene in front of them. You may add additional scenes or tombs to an individual neighborhood.

Settlements are special. They are places where the living dwell, and the party may use them as a base to rest and recuperate.

## 3: ENCOUNTER

ACTION AND INTERACTION ARE the meat of a role-playing game. This means random encounters with characters (monsters and NPCs) and interactive objects (tricks, traps, treasures). **Check for encounters once an hour by rolling a d6**. If you roll a 1, choose an encounter and describe it. If you roll a 2 or 3, describe the traces of an encounter: jackal prints or burnt remains or the smell of a passing gastral zombie pack.

Do not run every encounter as hostile (you could, for example, use a 2d6 to roll 'reaction checks'). Indeed, even hostile outdoor encounters should be avoidable so long as the heroes are moderately careful (or run quickly and drop loot). The purpose of the encounters is to set the mood, convey the setting, and keep the party moving.

If the heroes insist on staying exposed and visible in a fixed location in the city, start setting ambushes or increasing the lethality of encounters as ghouls congregate and enemies plot. Remember to use the night-time encounters (p.XX ADD) if the heroes stay outside of a settlement at night.

Some of the scenes already have characters present. Check for encounters, nevertheless. Bringing two groups of NPCs together makes for more interesting, interactive shenanigans.

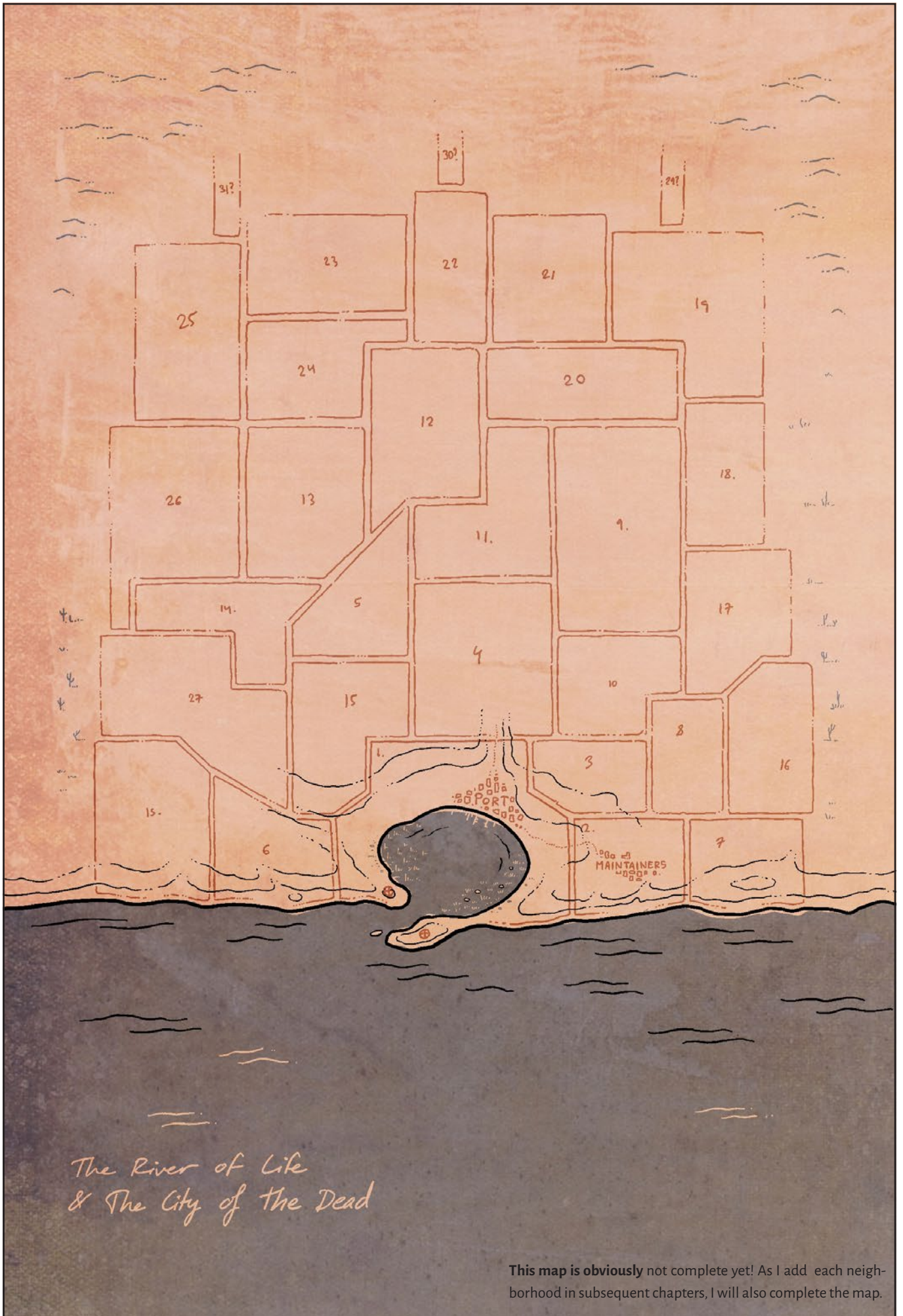
## 4: TREASURE

RSBS IS BUILT AROUND the theme of pillaging, so loot is a key motivation for the party. When the party acquires (ahem, liberates from the clutches of forgotten times) treasures denominated in shekels (treat shekels as gold or silver pieces, as you prefer) and brings them back to a safe haven, the party also gains experience points equal to those shekels.

In the individual neighborhoods there are two major types of reward. The first is **loot per delve**, which represents the total wealth of an individual location (tomb, temple, whatever). Use empty and looted tombs, too—but make it clear relatively quickly if a location has already been cleared out.

The smaller reward is for **loot per encounter**, which heroes may 'liberate' (i.e. steal) from randomly encountered creatures and NPCs. Six items and a random shekel value are listed, but you may add more.

**Option:** to simulate neighborhoods being emptied out, reduce the loot dice rolled per delve by 1 every time the heroes return to pillage the same neighborhood.



*The River of Life  
& The City of the Dead*

**This map is obviously** not complete yet! As I add each neighborhood in subsequent chapters, I will also complete the map.

# 1. THE GASH OF LIFE AND DEATH

*The hundred metre colossi of the Naga King and the Minotaur Queen stand tall. Old, menacing, antediluvian guardians of the swampy lagoon. The waters are slow and shade into a willow-strewn swamp to the south, beyond the feet of the Naga King, and a maze of reeds and mud-sunk ruins to the north, around the Minotaur Queen.*

*It is hot. Squamous. The very stones ooze in the dank air. Scum and vermin eke out their lives here, the refuse of the slave-owning imperialists' cities. After the purging of the decadent city across the river, opium-peddling Ebéteen priests have joined them, cowardly enemy combatants and revolting refugees who continue to resist the Glorious Evolution of Iks.*

*They shall fail.*

## SCENE

**Settlement: The Diorite Port** of the Disgruntled Scribe, or whatever the foul Ebéteen called it, rises like a pile of badly assembled blocks on the shore. The Orb of the Moon and the Hand of the People flies above it now and the bustling Iksan advance legionnaires and engineers are turning it into a new, free city, using the building blocks of the death-worshippers' false temples to build rational buildings. In the dirt and scrub around the port hard-scrabble tent and shanty towns are spreading, crowded with hungry and desperate Ebéteen. Half-ghouls and even living skeletons are rife among them.

**Grand road: Carved by** the hand of some massive false deity, the Gash is a wide and straight passage into the heart of the Necropolis, its walls carved by centuries of dumb laborers and thick with cyclopean statues of grim visage and decadent demeanour.

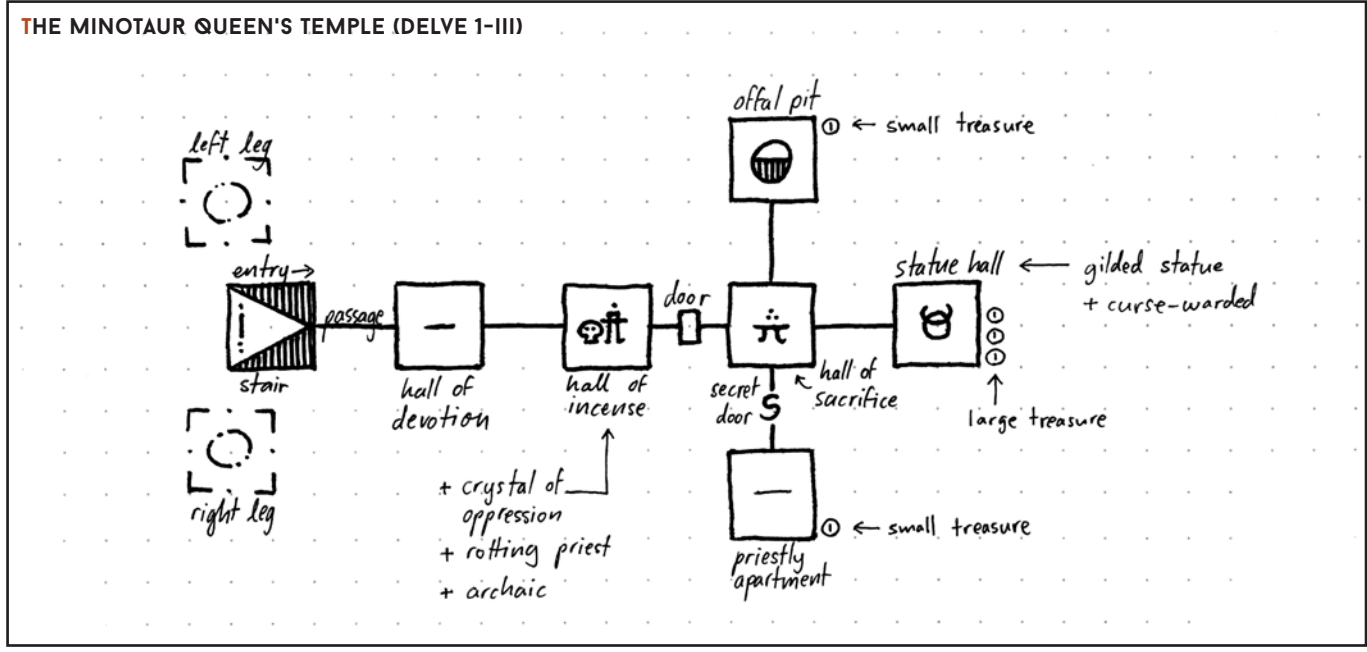
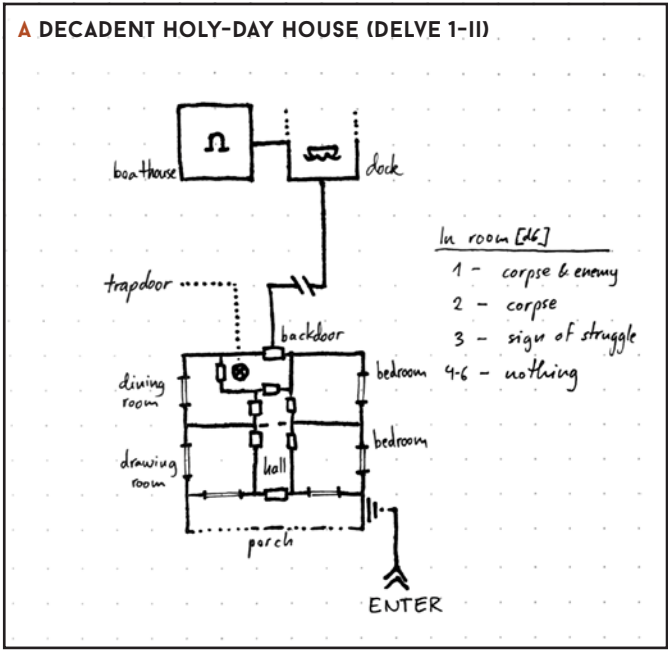
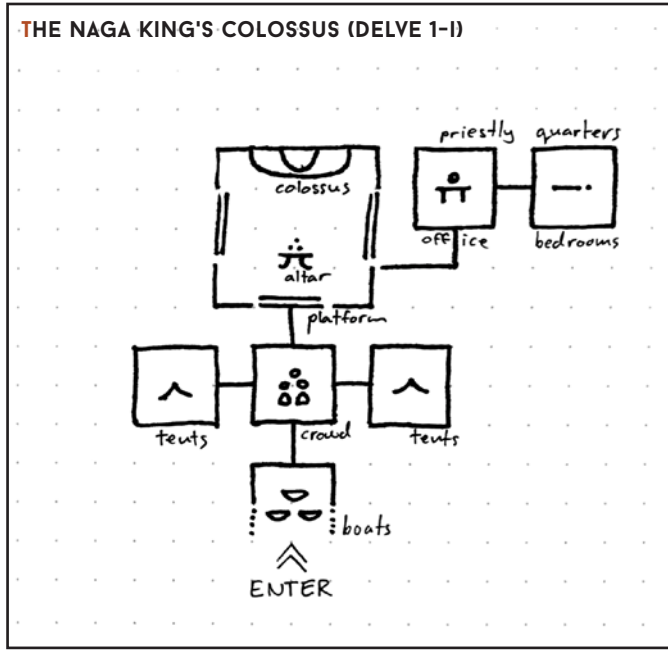
**Swamp: The willow swamp** is full of deep pools, dappled shade, snake-fish, and long-necked crocodiles. Warm-bloods would do well to be careful there.

**Colossus: The Naga King** is a slime-wreathed obsidian colossus, now pocked by Iksan heat rays. Wretched Tirsteen refugees crowd around it in their over-burdened boats, sheltering 2d4 Ébéteen snake priests (AC 16, HD 3, shapeshifters). The great thorn-and-bone altar accepts warm-blood sacrifice and provides advantage on social interactions with snakes for 1d4 days. The ritual *Friend of the Legless* is quite simple (Int DC 11) and chickens are the preferred sacrifices.

**Reeds: The reed maze** is a mix of dry islets surrounded by reed-choked waterways. Flabby Ebéteen refugees and their shackleminded slaves are hiding there, among their decadent holy-day houses and tents. 2d6 Charoni boat wanderers (AC 13, HD 2, water-adapted) with long, sharp boats dart around the maze, like barracudas hunting slaves and easy plunder.

**Colossus: The Minotaur Queen**, sculpted in the second oppressor style, stands over the reeds, surrounded by the rafts and tents of abandoned shackleminds, starving as their Ebéteen oppressor-priests have fled deeper into the necropolis.

- ∴ Between the legs of the colossus is the gaping **Queen's Temple**.
- ∴ A crystal of oppression in the **hall of incenses** has attracted the shackleminds, but they do not know this.
- ∴ In the hall rots a priest, dead at the hands of the self-liberated clockwork archaic Doom-of-the-Black-Blade (AC 15, HD 3, desperate). The archaic is working in the heat, oblivious to the smell and the flies, mastering the spell *Archaic Dons the Skin of Man*, that he may escape safely to freedom.
- ∴ The massive gilded alabaster statue of the Minotaur Queen is warded with the curse *The Flesh Withers and the Face is Forgotten*.



**ENCOUNTER**

- 2d12 Shacklemind savages (AC 11, HD 1+3, dumb) scratching for river clams.
- 3d6 Leprous grazing goats (AC 13, HD 2, bored), infectious Con DC 7.
- 1d10 doghead scouts (AC 15, HD 1+2, curious) shaking down some refugees.
- 2d20 ragged refugees (AC 9, HD 1, betrayed by fate) who may be terrorists (1 in 6 chance).
- Swarm of amphibious snakes, toads or other squamous beasts (AC 6, HD 6, swamping swarm, automatically hits, also: Dex DC 15 or drowning).
- 1d6 + 2 Iksan legionnaires (AC 16, HD 2, itching) in full battle order, annoyed they are not out further west getting rich.

**TREASURE**

- 1d6-3 x 2,000 shekels per delve, 5d10 per encounter
- A gem-encrusted bronze gauntlet.
  - The silver skeleton of a small snake.
  - Ceramic pots of eerie turquoise herbs.
  - Fine leather and steel boots, now home only to a few scorpions.
  - A yellow silk sack or pouch, delicately embroidered, full of nostalgic ivory curios.
  - A lovely lavender glow-crystal affixed to a bloody quarterstaff.
  - Gilt enamelled chamber pot.
  - Silver and silk hairnet with twinkling glass crystals.

# 2. BRUTALIST WAREHOUSES OF THE MAINTAINERS

*The pure minimalist forms of these Second Brutal Cubism warehouses should be a joy to behold. Alas, their elegant lines have been defaced by the effete Ebéteen with execrable high-reliefs of Authority and Malpractice, while mud-brick shacks have colonized the shaded nooks and crannies.*

*It's hard to tell the Izvoreni slave engineers from the corrupt Ebéteen slave masters, so covered in grey dust and so pervasive the glowering stares. Solar City pictograph graffiti for the "eye that judges" and the "harsh rebuke of hubris" stain the high walls.*

## SCENE

**Settlement: Maintainer Town.** A crumbling yet cozy Izvoreni slum sprawls in the shade of several ancient beton trees, surrounded by imitation Great Symbolist work-labor towers.

- ⋈ **Bar: A brick tap** house offers respite from the heat. Dagrif of the clockwork hand sells poor alcohol and good rumors. The alcohol incapacitates foul-mouthed heroes and may cause 1d6 points of Con and Dex damage (Con DC 11).
- ⋈ **Eatery: A dingy food-and-beverage** court occupies the drafty hall of a repurposed warehouse. Is-Nasty the FnB-golem is honest to a fault and makes no bones about this nasty fuel: the food has grit in it, the alcohol smells of donkey manure, but it's cheap and won't kill anybody.
- ⋈ **Workshop: Once-colorful artificial skin** tarps cover a maintainer golem workshop where simian Izvoreni engineers of the Tulimpoteb clan repair these sturdy mementoes of pre-Ebéteen craft. Yastref, with the oily turban and the clay vaporizer, has a wonky golem (AC 14, HD 1+1, mulish) named Pig-Eats-Palm-Tree available for 350 shekels. She might have other golems at other times.
- ⋈ **Clockwork patrol: 1d4 clockwork** golems (AC 14, HD 2, brazen) and their 1d6 Izvoreni maintainers (AC 12, HD 1, humble) patrol the outskirts of the slum, suggesting alternate routes to inquisitive visitors.
- ⋈ **Den: Hidden behind a** small and rather smelly machine-and-fish shop is the Trancing Tony, a tab house with high-quality acid mushrooms (hallucinations, Wisdom DC 17, 20 shekels per tab) and comfort golems for every purse. The owner is Negresh, a hatchet-faced woman with archaic implants in her arms.

**Refugee encampment: Scattered refugee** camps are coalescing into organized hotbeds of terrorist resistance to the civilizing forces of Iks. Rubble and garbage barricades flare, and both smoke and alchemical fire bombs are a hazard there. This could be a settlement, if the heroes were not hated by the Ebeteen.

- ⋈ **Youths: 2d10 Sullen youths** (AC 11, HD 1, greasy) writing "Those calling Iksans going home" in shoddy Iksan.
- ⋈ **Drunks: 2d6 drunken Ebéteen** (AC 9, HD 2, cowardly) scream insults at passing Iksans. Totally do not inform any Ebéteen terrorists of potential tired or wounded strangers.
- ⋈ **Outpost: 2d4 psyched-up Iksan** auxiliaries (AC 14, HD 1+1, nervous) man a feeble strongpoint. They have a few repurposed shackleminds as beasts of burden (AC 10, HD 1+3, painted).

**Illegal club: Under a** decayed ceremonial arch the maintainer-master Nigut runs a dusty jolt shop, selling forgetting and oblivion from his oil-stained stalls. 20 shekel jolt cakes that remove fatigue (and restore 1d6 hp) are his specialty. The cakes are mildly addictive (Con DC 5); addicts who can't get their daily jolt turn purple and roll their eyes.

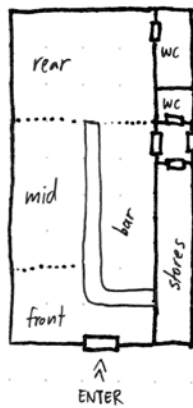
**Preacher: A ranting Ebéteen** preacher prophecies the end times to her score of avid followers. They are almost certainly (1 in 6 chance) all vile terrorists and members of a suicide cult (AC 11, HD 1+2, determined).

**Golem graveyard: An ancient,** plain warehouse, half-sunk in sand is covered in small pocks and scratches. It houses the Golem graveyard, a memorial and mausoleum to the great archaics that the Izvoreni once maintained.

- ⋈ Inside the graveyard are large stone gates, covering deep shafts. Many are trapped with noxious gasses.
- ⋈ Some still have active auto-defence golem-traps (HD 5).
- ⋈ One still has a fully-sentient, sleeping archaic named Never-Rests-Until-the-Deed-is-Sung (AC 15, HD 3, conservative).

**Spider warehouses: The dust** and weed-encrusted spheres of old source tanks mark a strange section of the warehouses, where the spiders (AC 12, HD 1, spitting) are as big as dogs and drag large, soft larval things with half-formed faces (AC 7, HD 4, telepathic) around in parodies of some forgotten society. The natives avoid this place.

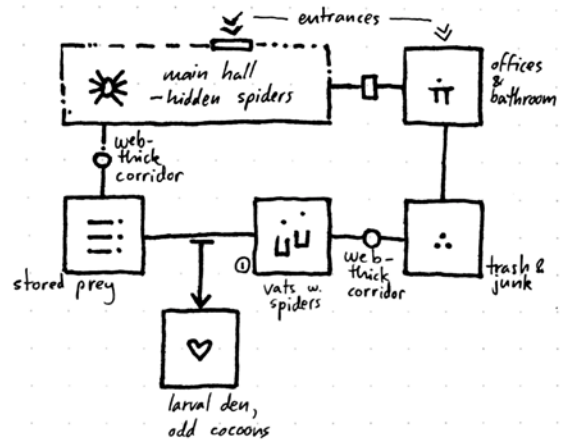
### A MAINTAINER BAR (DELVE 2-I)



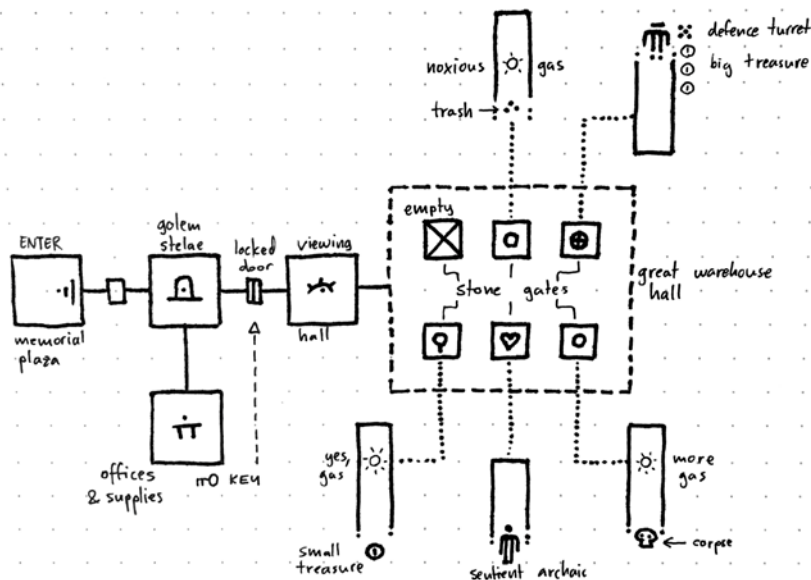
#### Patrons [d6]

- 1 empty
- 2 quest giver
- 3 regulars
- 4 soldiers
- 5 drunken party
- 6 brawl

### THE SPIDER-THICK WAREHOUSE (DELVE 2-II)



### THE GOLEM GRAVEYARD (DELVE 2-III)



#### ENCOUNTER

1. 1d8 canny smugglers (AC 12, HD 1, salty) including the ever-tipsy Yeshleht who offers risk-free crossings at 5 shekels a pop, totally safe.
2. 1d4 dying maintainers covered in rotting pustules. Infection or curse (Con DC 7), who cares? It's gross.
3. 2d6 determined and resolute legionnaires (AC 17, HD 2, steely) on an Order and Progress patrol.
4. 1d12 large scavenging rats (AC 11, HD 1, inquisitive) with emeralds for eyes.
5. Swarm of prowling feral centipedes (AC 12, HD 10, puce with venom)
6. The verminmancer Adnigrep (AC 12, HD 3, wizard) and their three humorous stooges (AC 14, HD 1+3, fighters) with a decorated scroll of *Akaula's Control of the Pestilential Vermin*.

#### TREASURE

1d6-4 x 4,000 shekels per delve, 2d4 x 10 per encounter

1. Lapis necklace and some knucklebones.
2. Delicate, filigree aluminum cabinet full of small collectible dolls.
3. Ivory dog figurine painted with ochre.
4. Package of hen's teeth, with a reputable seller's mark.
5. Anklet of river pearls.
6. Ornate silver chicken skull delicately incised with flowers and stars.
7. Clockwork dancing bear toy with mother-of-pearl teeth and ebony eyes.
8. Obscene yet mesmerising depiction of friendship carved from a hippo's tusk.

# APPENDICES

**Referee:** everything in the appendices is in-game common knowledge. Share it with players. The appendices are also not complete yet, I'm compiling them as I take RSBS from a mass of notes and turn it into a book.



# PEOPLES V01

## PEOPLE OF IKS

OFFICIALLY: THE REASONABLE REPUBLIC. Iks is a militaristic empire under the 'meritocratic' rule of the Nameless Citizen, sometimes called simply Citizen or the Iks. The current citizen is the ninth of the line.

Iks grew from a series of brutal wars among the city states and republics of the Two Rivers region, Dopotamis, three small seas away from Ebét.

Over the last century the expansion of Iks brought it into direct conflict with the much older empire of Ebét. During its expansion, it has swallowed a large number of other peoples.

### IKS - ACTIVE CITIZENS

IKS IS BUILT ON the worship of the citizen as cell of the community, and the best path to the highest form of citizenship is through devoted service to the Reasonable Party. The best of the best descend into the enhancement vats to become 'true' Iksans.

Names: Onekerá, Panékoä, Setoñá, Kardelá, Maddaleä, Adoreä, Eñelseä, Kerosá, Imreä, Sisiä, Trozeä, Titañá, Kromeä

### IKS - THE GHOST-RANK LEGION

ALSO CALLED THE WHITE Legion. These are the elite soldiers of Iks and constitute a party-within-a-party. The Ghost-rank has a strong influence on the Commission of Levels, the Iks secret police.

### IKS - LEVELLERS - THE COMMISSION

THE COMMISSION OF LEVELS is the Iks secret police. They most certainly do not operate a system of re-education, repopulation, re-colonization, and reduction towns in the provinces of Iks.

### IKS - KAMINI - THE GENTLE FOLK

THE MAJORITY OF TRADITIONAL Iksans fall into the category of the gentle folk. Workers, artisans, professionals, and farmers who are not members of the Reasonable Party.

Names: Ramiseä, Peleä

### IKS - GORRI - THE HIGHLANDERS

ROUGH AND UNRULY ANIMAL-HERDING semi-barbarians pushed to the least productive lands of Iks, they have kept their colourful old customs. Many are surprisingly resilient and tough.

Names: Drago, Bora, Vok, Mushka

### IKS - MORRI - THE SEALANDERS

THE PEOPLE OF THE trading city states on the shores of the Sea of Moonbeams, and in their colonies on the Poison Sea and the Sea of Fog, where among the first civilized states incorporated into the military machine of the Iks. Disunited and avaricious, they were no match for the Ghost Legions.

Names: Voypiyé, Voytré

### IKS - REKARI - THE SWAMPFOLK

SEMI-NOMADIC TRAVELLERS ON THE Two Rivers, their tributaries and canals. The largest communities live on the slower moving waters of the Gon, but those living on the wilder Po are the better paddlers and rowers.

Names: Ivigo, Pilavayo, Bratolomo

### IKS - STRURI - THE BACKWOODSFOLK

Varied groups speaking a hodge-podge of dialects, keeping to their old ways in the rough woods at the northern and western fringes of Iks.

Names: Korsha, Soosha

## PEOPLE OF EBÉT

OFFICIALLY: THE GREAT HOUSE of Cosmic Light. Ebét is an old slave-holding empire with a fine gradation of castes, built on flesh-sculpting and the use of industrial necromancy to overcome the bounds of mortality. It was ruled by the undying collective organism known as the Living God.

Ebét dominated the River of Life and its nearby seas for a millennium, drawing in trade and tribute from the known world and growing fat and indolent on the proceeds.

Over the last century, Ebét's gerontocratic priesthood and bickering administrator-nobles were not able to mount a coherent, long-term strategy against the rising Iksan empire and their capital has now fallen to their rival after a long and bloody war. In the provinces, however, splinter autarchies continue their resistance against Iks.

### EBÉTEEN - THE LIVING GOD GREAT HOUSE

Also called 'the Holy Amalgam', it was a palace-engulfing immensity of living flesh and the holy repository of the wisdom of the elders of Ebét, a colony organism-creature keeping the councilors of Ebét alive for centuries. It was a deathless tyrant to the empire until it died in the final Iksan assault.

### **EBÉTEEN - THE PEOPLE OF THE GREAT HOUSE**

THE FORMER MASTERS OF Ebét and its empire, a brutal yet kind, debased yet noble, superstitious and spiritual people. Their scribes trace their origin to the Eclipsed Land.

Names: Samithop, Nemenis, Apoteofis, Hurbendis, Amirometra, Gonsoptis, Kistopodnis, Asitomisliis, Malorop, Napredepe

### **EBÉTEEN - TIRSTEEN - THE PLEB CASTE**

THE MAJORITY OF EBÉT'S populace belong to the numb, brain-neutered plebeian caste, proud of their boat races and soma, but short on initiative and vigor.

Names: Nasankhop, Tulimpoteb

### **EBÉTEEN - WAZEEL - THE SHACKLEMINDS**

THE CRIMINAL CASTE OF Ebét, sometimes a hereditary status, their brains locked with glyph-nails to do the bidding of the Ebéteen as a way of atoning for their sin-crimes.

Names: Enesét, Smanét

### **EBÉTEEN - IZVORENI - THE OLD FOLK**

ALSO CALLED THE MAINTAINERS, they are a hereditary slave caste of the Ebéteen and responsible for maintaining the sacred machinery of the Ebéteen empire. According to common lore they were the original inhabitants of the shores of the River of Life before the Ebéteen arrived from the Eclipsed Lands many centuries ago.

Names: Dagrif, Yeshleht, Nigut, Vorhad, Uzud, Zabot, Nayeft

### **EBÉTEEN - DOGHEADS - THE UNTOUCHABLES**

THE SEVEN-GENDERED BEAST PEOPLE certainly lived in these lands already at the time of the Izvoreni clockwork anarchies, but the Ebéteen were horrified by their polymorphous appearances and throughout their rule oscillated between half-hearted extermination campaigns and mass brain-neutering programs. The unusual brain structure of the Dogheads let most of them recover from brain-neutering interventions over time.

Their genders come in Yellow, Orange, Red, Lilac, Ultramarine, Blue and Green.

Names: Uji, Répa, Sokoki

### **EBÉTEEN - CLOCKWORK ARCHAICS**

ALSO CALLED THE CREATED Folk. The artificial humans claim they are the children of the Izvoreni, though they may in fact be far older. They are prized as slaves by the Ebéteen.

Names: Is-Nasty, Doom-of-the-Black-Blade, Harvest-and-Process, Proteins-From-the-Sky

### **EBÉTEEN - COMFORT GOLEMS**

ALSO CALLED THE SOFT Creations, these synthetic slaves of the Ebéteen are considered the greater children of the Izvoreni. Artificial humans, nearly indistinguishable from the real thing, but without souls that could be absorbed by the Living God. All were officially slaves of the Great House, though many were leased out to Ebéteen administrator-nobles.

### **EBÉTEEN - MAINTENANCE GOLEMS**

ALSO THE HALF-INTELLIGENCE ARCHAICS, they were created by the Izvoreni to free them from dreary labor, until the Ebéteen enslaved the Izvoreni and put both castes to good, hard work.

Names: Pig-Eats-Palm-Tree, Has-No-Good-Time

### **EBÉTEEN - VAMPIRES - THE BLOOD-ADDICTED**

INTERLOPERS FROM FAR-OFF LANDS, they are tolerated by the Ebéteen for their services and form the banker and mercer caste of Ebéteen society. Physically weak and vulnerable in the harsh sun of the Land of the River of Life.

### **EBÉTEEN - CANNIBALS - THE HALF-GHOULS**

THE ROTTED FOLK ARE a collection of degenerate out-castes infesting the oldest sewers and tomb quarters of the massive metropolis of Ebét. Some revisionists would say they are older than the Ebéteen themselves, and that this is where the Living God originated.

Names: Morlohotep, Peremhet

### **EBÉTEEN - THE LIVING SKELETONS**

HORRIFIC MONKS CHANTING HALF-MEANINGLESS mantras and chaotic koans beyond the bounds of death itself, praising the Living God. The Ebéteen are not sure if they were originally Ebéteen or not, but they have adopted them.

## **THE WASTED PEOPLE**

MANY TRIBES AND ODD city states still dot the world, outside the reach of either great empire either through distance, poverty, or inhospitable terrain.

### **PUSTARI**

THE 'UN-CASTED' SCRUFFY PASTORALISTS of the wastes, nomads and traders, they are a hodge-podge of local tribes and clans, mixed with fleeing slaves, rebels, and romantics seeking a new life, away from the larger empires.

Names: Odkrawey, Odstahley, Odratzey, Odtegebey, Odskailey

### **CHARONI**

BOAT WANDERERS, SOUL FISHERS, and crab farmers of the reed seas and lagoons. They keep a low profile with their reed boats and huts and wicker witchery.

### **VILES**

ANCIENT, HALF-MYTHICAL, IMMORTAL CHANGELING horrors from beyond time and space. It's not clear if they are one species or many, but their souls are woven into the fabric of the world and are terrifyingly hard to destroy. Even if its body is killed, a vile can rebuild a new infant form, nesting in a nearby settlement like a cuckoo, but retaining all its ancient memories.

# EQUIPMENT

## V01

**Artificial Skin** - one of the many gifts of the Flesh God is artificial skin, which the Ebéteen grew on great cartilaginous looms. From heavy armored leathers to diaphanous silken nymph-skins.

**Charm, Flesh God Kernel** - a copper charm filled with organic jelly holding a kernel of the Flesh God. Provides advantage to social interaction with the undead until used. Can be used to heal 3d6 hit points or regrow one damaged organ, 1 charge.

**Charm, Lucky** - a small bronze, clay, or bone charm with a whisper of folk magic wrapped around it. Reroll one die per charge, 2 charges.

**Crystal, Glow** - a translucent crystal imbued with a spark of the dead Solar Deity. A thumb-sized crystal glows with the strength of a candle, a skull-sized one blazes like a bonfire.

**Fetish, Ceramic** - a small homunculus of ceramic parts and cords. The Ebéteen like to imbue them with spells and enchantments, which they impart with a touch. 11 AC, 1 HD, one spell.

**Fetish, Illegal** - a doll-sized bundle of sticks, rods, string, and rags, imbued with folk magic. The fetish is activated with a few drops of blood and comes alive for an hour or so. 2 charges.

**Gem Explosives** - created by magically super-stressing an artificial gem, a good hard crack (such as when thrown) is enough to release a cloud of razor sharp fragments. Thrown, 3d6 damage, half damage against armor.

**Golem** - a soulless automaton.

**Golem Armor** - a golem suit that enhances the strength and durability of the wearer. The common malachite variant of Iks is large, has AC 15,

increases Str to 20, and gives 30 suit hit points. When suit hit points are exhausted, it loses the Str enhancement.

**Golem Armor, Opal Raider** - the Iksan scouting suit. Has AC 14, increases Str to 18, and gives 20 suit hit points.

**Golem, Charge** - an Iksan battery that uses a small golem trapped within rotating ceramic and metal orbs to generate and store improbability energy. An empty battery recharges itself in a day and a night when stored in a strong magnetic field.

**Heat Ray** - Iksan crystal weapons that manipulate underlying reality improbabilities to generate scorching rays. The most common form is the rifle (long range, 2d6 damage, 10 charges). Uses Iksan charge golems.

**Homeostatic Desert Suit** - a golem suit that uses tubing and pump golems to maintain body temperature and recycle waste liquids into pure water. Light armor, AC 12.

**Mandate Collar** - an Ebéteen caste collar worn by every slave of the Living God (i.e. Every Ebéteen), marking their rank, caste, family, and address. Used to determine collective punishments. In lower castes it is often made from a chitinous parasite that permanently bonds with the individual's skin. Removing these can be difficult.

**Parasite, Attack-enhancement** - a neuro-muscular animalcule colony that can temporarily increase speed and strength. Hero gains +N damage to next successful melee attack at cost of N damage to physical stat of choice.

**Parasite, Brain-neuter** - a colony of microscopic animalcules that Ebéteen nobles use to limit the intellectual acuity and initiative of worker castes. The nobles carry seed colonies of the parasites in their gastric systems. The ritual to inject them takes a night and a day. They limit Intelligence to

a maximum of 9, give disadvantage to Initiative, but massively increase loyalty in the recipient.

**Parasite, Medical** - a symbiotic branching annelid that can restore 3 hp per level, once per long rest. It can also be used to transfer hitpoints from the host to the patient.

**Parasite, Re-life** - a grotesque hydra-derived parasite that protects soldiers from death. Once per long rest, attack that would reduce hero to 0 hp, reduces them to 1 hp instead, but causes 1d4 permanent damage to random stat.

**Rod, Electro-magical** - an Ebéteen weapon, formed from a five-foot hollow rod of lapis lazuli bound with undying sinews and filled with a bioelectrogenetic organ. It is usually used as a short staff or club (1d6 damage), but can also deliver a stunning electrical shock (2d6 damage, stunning, 2 charges). It recharges after an hour in the sun.

**Rod, Siege** - a magical rod of solid crystal, about six feet long and half a foot thick. The commonest variant unleashes structural devastation beams (long range, 4d6 damage, double damage to structures, 6 charges). Restricted green siege rods have disintegration beams (short range, save or die, tunnels 10' through solid matter, 6 charges). Siege rods are heavy and clumsy to aim.

**Scarab, Shacklemind** - a machine made from the tooth of an Ebéteen shackle-minder. It burrows into the brain of a 'criminal' through their temple, dismantling part of their pre-frontal cortex and shackling them into bondage to their minder. It transmutes much of the modified brain matter into an electro-ceramic seal called a glyph-nail. The shacklemind reduces effective Intelligence, Wisdom, and Charisma to 8. Shackleminds are bound to obey orders and gain 3 additional hit points per level as the glyph-nail overrides pain impulses.

**Self-healing Equipment** - magical technology, older than even the primordial Izvoreni archaics, this equipment repairs itself, provided it has a source of energy. Some variants feed on biomatter, others require processed machine-healing sludge, but the most rare absorb mass directly from earth and sky, knitting themselves back into their original form over time.

**Sword-spear** - traditional Iksan foot-soldier pole arm. It's a sword on a long handle. Sometimes the handle is replaced by a rifle.

**Wand Gun** - a hand gun where the filthy gunpowder assembly has been replaced with a crystal wand. Different variants exist. They have between 6 and 15 charges.

The layout of these sections looks terrible for a good reason: I will add more content here with each chapter added, so to save myself from doing the same layout over and over 12-times, it's left grungy and grotty.

# SPELLS AND RITUALS V01

**Akaula's Control of the Pestilential Vermin** - binding spell to control one or more vermin, such as rats, cockroaches, or snakes. The wizard can control 2 HD of vermin per level, binding them at a cost of 1 point per HD of vermin. The wizard must take an action to give commands, but otherwise does not need to concentrate to maintain control (level 1, one action, cast Int DC 11).

**Archaic Dons the Skin of Man** - complex ritual that takes the skin of a human, wraps it around an archaic, and reanimates it. The result is an archaic that can pass for a living human (level 3, a day and a night, cast Int DC 15).

**Eye That Judges** - the witch paints the eye of the Solar Deity upon a surface, and the eye watches and judges those it sees. Those who commit sinful deeds are made vulnerable by the eye, gaining a disadvantage to saves against spells for a day or so (level 2, about an hour, cast Int 11).

**Friend of the Legless** - sacrifice a chicken to the Naga King and receive advantage to social interactions with snakes and legless creatures for a few days (level 1, about an hour, cast Int DC 11).

**Harsh Rebuke of Hubris** - the enemy shall pay for every success. The warlock projects the hidden signs of the jackal onto one target, and as long as they concentrate, every success of the target is converted into a rebuke die. When the warlock unleashes their rebuke, each die deals 1d6 points of damage to the statistic of the warlock's choice (level 2, one action, concentrate, no save).



# CURSES AND DISEASES V01

*Educated citizens know that both curses and diseases are carried by the same vector: demons of the final corrupter, who seek to destroy the order and reason of society. That is why a proper Iksan never dabbles in curses or weaponized biomancy.*

**Goat Leprosy, Con DC7** - patches of rough fur begin to sprout over the next weeks and month, while the hands and feet fuse into hooves, leaving the sufferer a broken goat-human abomination (permanently lose 1 Cha per week, when Cha reaches 3, the transformation is complete).





# BESTIARY V01

**Archaic, Clockwork** - a self-aware golem of improbable age (AC 15, HD 3, skeletal).

**Charoni, Boat Wanderer** - river slavers and fishers, prone to piracy (AC 13, HD 2, amphibious).

**Charoni, Smuggler** - more civilized Charoni, who have lived and inter-married with casteless Tirsteen for generations (AC 12, HD 1, salty).

**Doghead, Scout - ferals** from Pustara, they are almost entirely immune to enchantments and wonder what has happened to their oppressors (AC 15, HD 1+2, curious).

**Ebéteen Civilian - dressed** in decaying finery and desperate pride (AC 11, HD 1, defeated).

**Ebéteen Drunk - fueled** by liquid courage, but clumsy and cowardly at the sight of trouble (AC 9, HD 2, smelly).

**Ebéteen Ragged Refugee** - no hope left, they are easy prey (AC 9, HD 1, betrayed by fate).

**Ebéteen Snake Priest** - shape-shifters and snake summoners (AC 16, HD 3, duplicitous).

**Ebéteen Suicidal Cultist** - determined to strike a blow against reason, the suicidal cultist makes a save when reduced to 0 hp. If they succeed, they are instead reduced to 1 hp and keep coming (AC 11, HD 1+2, mad resolution).

**Ebéteen Terrorist - adept** at disappearing among the ragged masses of imperialists, these are venomous vipers, skilled in poison and demolitions (AC 14, HD 2+3, survivors).

**Iksan Auxiliary - in** combat cuirass, with heat-rod (AC 14, HD 1+1, tired).

**Iksan Legionnaire - in** full battle armor, with buckler and heat-rod (AC 16, HD 2, itchy).

**Iksan Progress Patrol** - dressed in golem-veined heavy armor with heat-rods and toothed hammers (AC 17, HD 2, steely).

**Izvoreni Golem, Basic** - a semi-autonomous servant unit (AC 14, HD 1+1, stubborn).

**Izvoreni Golem, Warclock** - with rustling gears and improvised bolt-throwers (AC 14, HD 2, brassy). Some are equipped with heavy shielding instead of bolt-throwers (AC 18).

**Izvoreni Maintainer - in** light armored smocks, with wide turbans covering their furred heads, keep the golems alive (AC 12, HD 1, humble).

**Larvae, Telepathic - soft**, white things with half-formed faces, whether the Flesh God's mistakes or victims, it is unclear. They implant lies and illusions with their grasping, horrid thoughts (AC 7, HD 4, slow, telepathic).

**Leptous Grazing Goat** - rheum-eyed herbivores carrying the curse of goat leprosy (AC 13, HD 2, bored, infectious Con DC 7).

**Rat, Scavenger - the** large, yellow-furred rats of the dusty Ebéteen lands (AC 11, HD 1, inquisitive).

**Sand Serpent - a** great, pit-mouthed beast, an unholy abomination of worm and machine (AC 15, HD 15, sand-eater, swallows, crystalline teeth).

**Savage Shacklemind - the** sad shell of a human that remains of a shacklemind once it's minder has departed. Docile unless provoked (AC 11, HD 1+3, dumb).

**Slime Octopus, Riverine** - large, many-tentacled amphibious beasts that lurk in the reed-swamps of the River of Life. They eject a burst of slime when threatened (AC 12, HD 4, rock-throwing).

**Spider, Spitting - a** dog-sized breed developed by the Ebéteen flesh sculptors to defend their remoter monuments, gone feral (AC 12, HD 1, venomous spittle, silken traps).

**Swarm, Prowling Centipedes** - a swarm of puce venomous centipedes.

Aggressive and dangerous (AC 12, HD 10, venom Con DC 13 weakens muscles, automatically hits).

**Swarm, Squamous** - a swarm of wriggling, squirming amphibious creatures in the throes of some ancient urge. Harmless unless provoked or entered (AC 6, HD 6, swamping swarm, automatically hits, also: Dex DC 15 or drowning).

# MYTHOS AND HISTORY V01

**Eclipsed Lands - mythical** lands plunged into perpetual darkness by the death of the Ebéteen's old Solar Deity.

**Hand of the People** - the fist of friendship symbolizes the hard work and the relentless power of the unified Iksans.

**Orb of the Moon** - though it has many faces, it is one. The moon and its phases symbolize the multiplicity of Iks.

**Minotaur Queen - legendary** mother of the Flesh God, she accepted the divine seed extracted from the corpse of the Solar Deity after the great eclipse. Though she gave birth to the Flesh God, who went on to save its people, the divine seed continued its work and turned her into a many-horned monster, which the departing exiles entombed in their great catacombs to protect their ancestors until the sun would rise again over the Eclipsed Lands. She is there still, they say. Ever since, the horned creatures have been symbols of sacrifice and devotion.

**Naga King - legendary** hero of the Ebéteen wandering from the Eclipsed Lands, who accepted the gift-curse of the ancestors and became a mile-long snake to protect his people on their journey through the seas of ashes and reeds. Since then, the snake has been the Ebéteen symbol of justice and protection.

**Solar Deity** - a chief divine guide and trickster who brought knowledge and light to the proto-Ebéteen. After its death, replaced by the Living God who brought solace to the bereft exiles from the Eclipsed Lands.

# RED SAND BLUE SKY

*Gen'ral's gathered in their masses,  
Just like witches at black masses  
Evil minds that plot destruction,  
Sorcerer of death's construction  
In the fields the bodies burning,  
As the war machine keeps turning  
Death and hatred to mankind,  
Poisoning their brainwashed minds  
Oh Lord yeah*

- War Pigs, Black Sabbath

CHAPTER 1 OF *RED Sands Blue Sky* has been made possible by the support of over 200 patrons of the stratometaship at <https://www.patreon.com/wizardthieffighter>.

THANK YOU, THE HEROES.

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